NES-6Z-USA

The Addams Family™

Instruction Manual

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Precautions

1) Be sure to turn off the power before inserting or removing Game Pak.
2) Avoid touching the connectors and do not get them wet.
3) Do not store or use the Game Pak in places of extreme temperature.
4) Do not clean the Game Pak with thinner, benzene, alcohol, or any other solvent.
5) Never hit or drop the Game Pak, and do not take it apart.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV — Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Ocean of America, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY: READ BEFORE USING YOUR NES — A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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Creepy, Kooky, Ooky, Spooky.

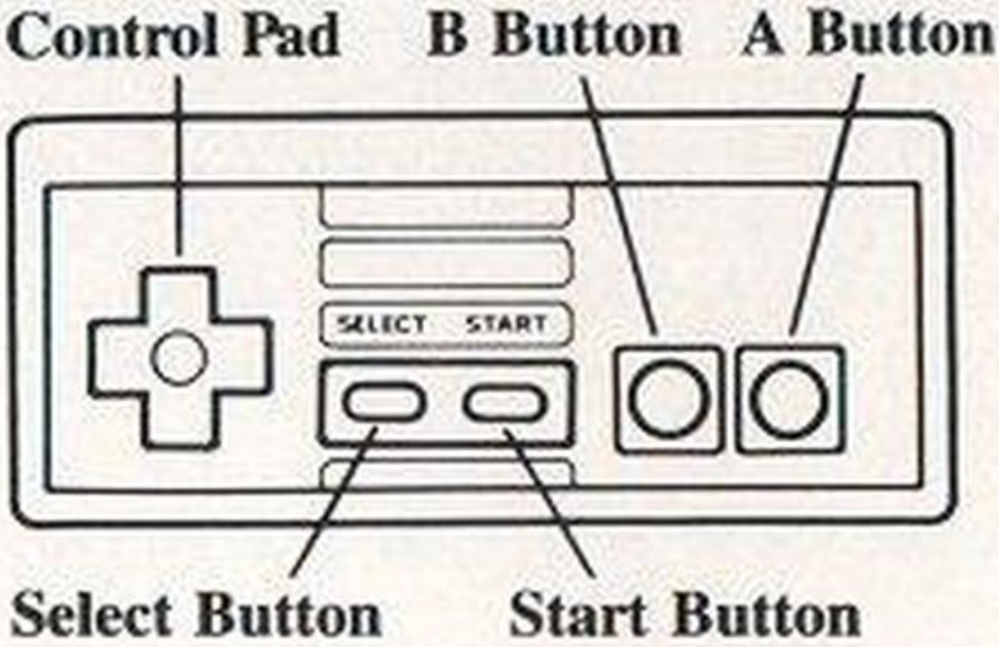
THE ADDAMS FAMILY has been evicted! To save their home from Tully Alford, the family attorney, who is after the family fortune — Morticia, Lurch, Granny, Pugsley and Wednesday have gone to the house to reason with him. But when Gomez arrives, his family is missing!

As Gomez, you must save your loved ones, your home and your loads of wealth. Freeing your family will take money, bags and bags of it; but fortunately, you'll find stashes of cash hidden all over the house. You'll have to watch out for scary obstacles like falling spikes, frightening monsters and ghosts. You'll need to look for clues and solve many mysterious puzzles as you search for your family. You may even need some Thing™ to help you — but you'll have to find him first!

Get a move on...'cause you're gonna make a call on THE ADDAMS FAMILY!

Getting Started

Insert the Addams Family Game Pak and turn on your Nintendo Entertainment System. After a few seconds, press the Start Button to begin the game.



Controls

Control Pad

Press START to begin playing Addams Family. Pressing START during the game will pause the game and display the inventory screen. Press START again to start game (unpause).

Select

The SELECT key is used to operate Thing.

Button A

Button A is used to jump, and to swim when in the Pond.

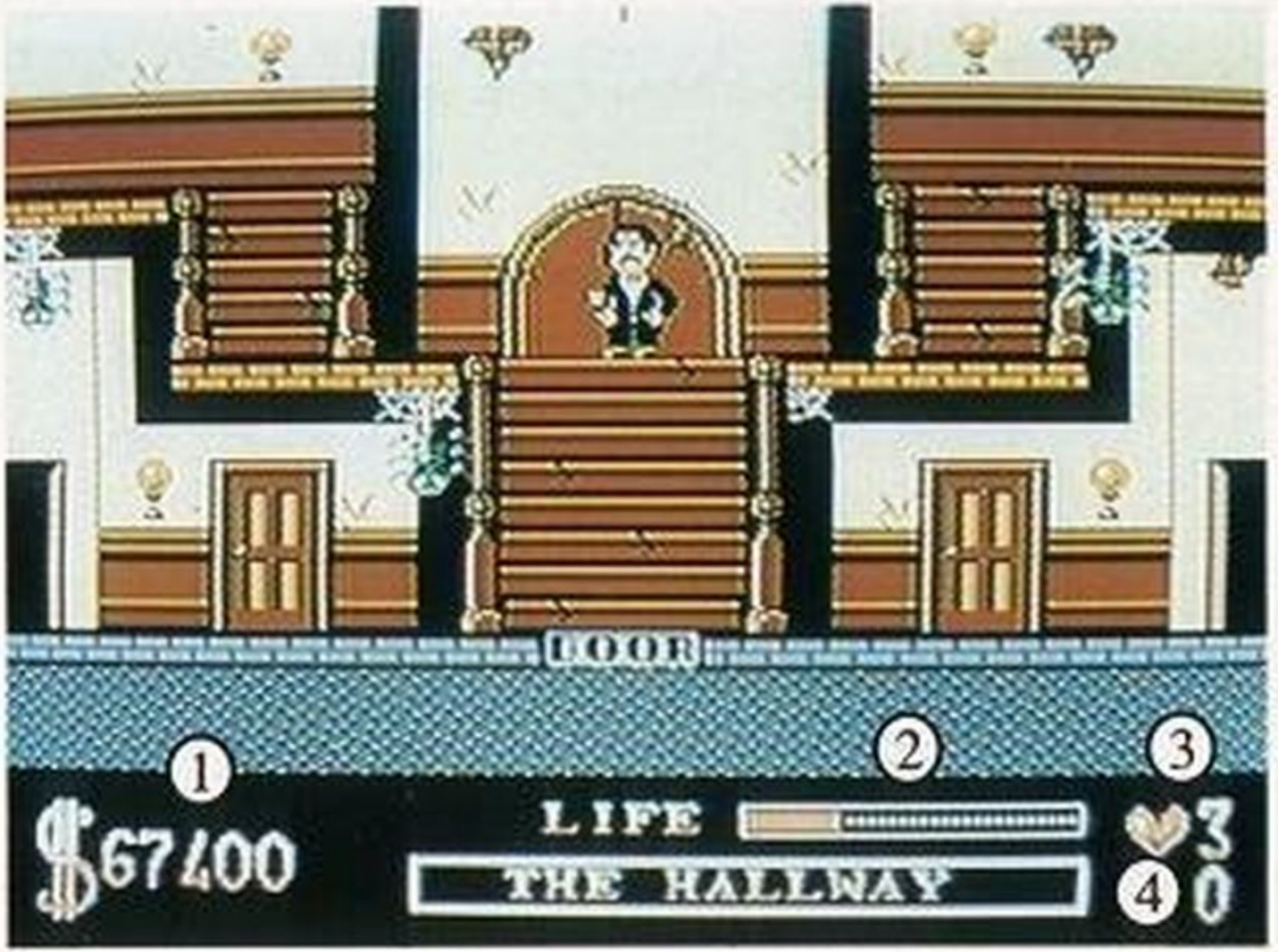
Button B

Button B is used to enter and exit rooms, and to paddle the gondola.

Control Pad

Press this up, down, left or right to move in the appropriate direction.

Status Display



① **SCORE:** Different amounts of points or money are awarded by collecting bags of money, stacks of notes and gold bars.

② **POWER:** This is displayed in the form of a bar. When Gomez is hit by balls, ghosts, etc., the energy bar will go down.

③ **LIVES LEFT:** This is displayed at the bottom side of the screen beside the Heart icon.

④ **THINGS LEFT:** This is displayed below the lives – see "THING."

How To Play

Playing the part of Gomez, you must rescue all the members of your family from various locations within the Addams Family house and the surrounding grounds.

You start at the base of the Big Tree to the left of the Addams' house.

As well as great arcade action, there are many puzzles to solve. For instance:

- Inside the tree is a Blue Egg, one part of the potion needed to shrink Pugsley and rescue him from the chute at the side of the house. (Pugsley's legs are just visible to you as you pass the house).

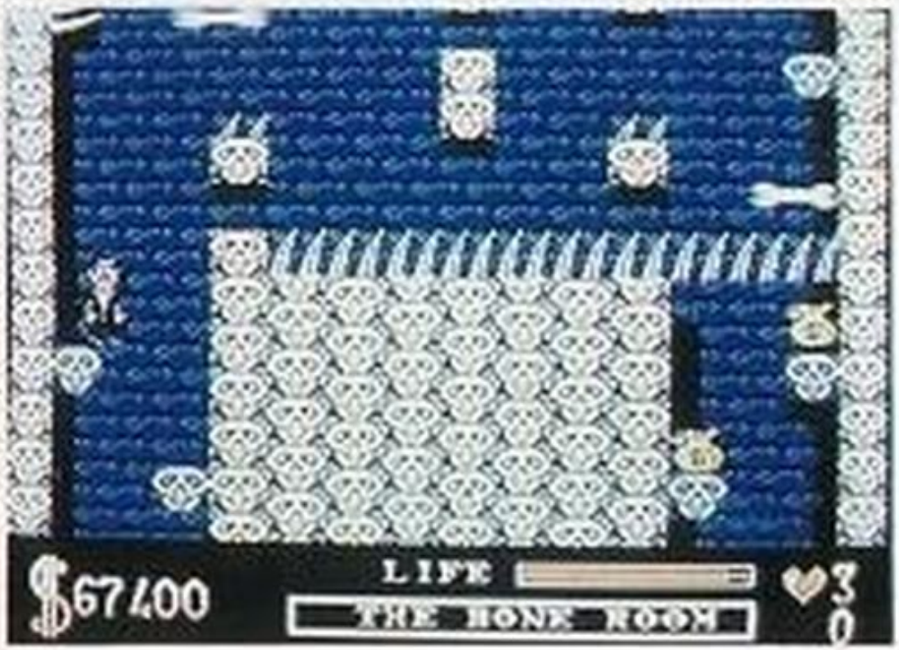
- The key to the tree is in Wednesday's room, but the house is locked.

- The key to the front door is located in the crypt underneath the furthest tombstone to the right of the house. Defeat the skeleton by bouncing on his head and collect the key.

Once you have the front door key you must enter the house. Inside the

house, you will be given clues as to your family's whereabouts and hints as to their usefulness in your quest.

The house is littered with money bags and dollar bills which must be collected. Food can also be found to replenish your energy.



All the members of your family must be rescued and one Million Dollars collected to free Morticia and successfully complete the game.

Inventory

Press START for inventory screen of objects and family members collected.

Thing

Thing, once rescued, can help you three times by acting as a shield against enemies for a limited time. Thing can be used by pressing SELECT.

Summoning Lurch

Three manuscripts may be found in the library. Collect one and jump on the rope to ring the bell. Lurch will appear. Give him a manuscript to play. Each piece of music may help you, but you must figure out how!

Swimming

Once in the water, Button A will cause Gomez to move his arms and legs. Press the Control Pad up, down, left or right.

Gondola

Press Button B repeatedly to paddle the Gondola on the secret river. Press the Control Pad up, down, left or right..

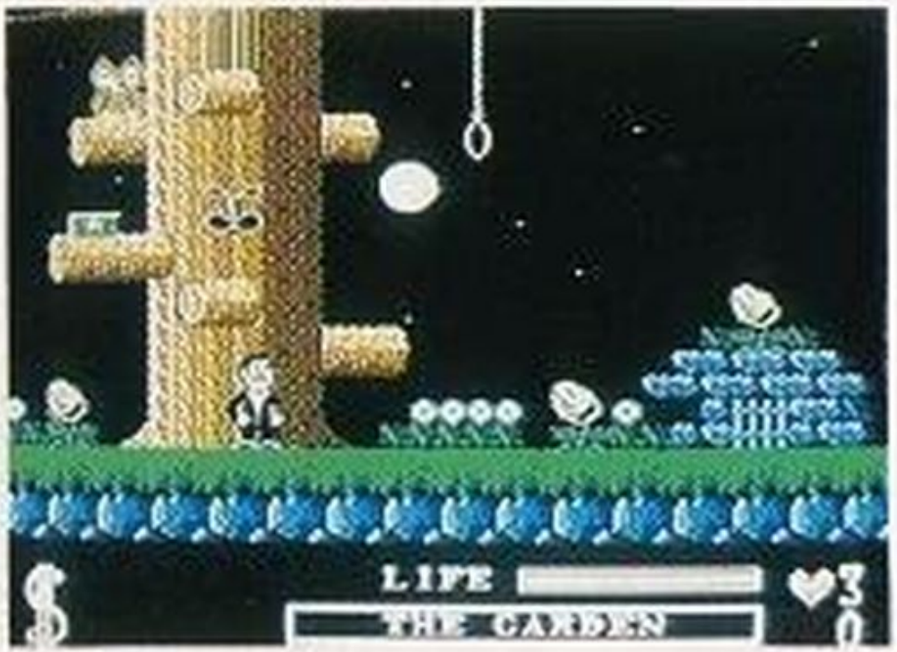
Playing Tips

- Jumping on skulls and ghosts will kill them, and also enable Gomez to jump higher to collect money.

- Save "Thing" for harder screens, such as the Roof.

- Be sure to collect all money and objects.

- Try jumping and climbing on scenery – this may help you to collect objects.



Game Scenes

The Garden

You start in the Garden, at the base of the Big Tree to the left of the House, and you must make your way to the far right.

The Crypt

When you have finished all four rooms in the Crypt, head back to the House.

The House

Once in the House you have the option of going in four directions.

The Kitchen

After entering the Kitchen, you must find your way down into the freezer.

The Freezer

Here you will have the opportunity to gain an extra man and free Wednesday. Then you can re-enter the Kitchen and proceed to the Furnace.

The Furnace

This is the perfect place for Wednesday to thaw out. But there's someone else here who needs your help.

The Dining Room

Here you must defeat a green monster.

The Conservatory

In this room there are two plants that fire at you.

The Landing

Here you will find a secret room.

The Master Bedroom

Some Thing very important is waiting here for you.

The Balcony

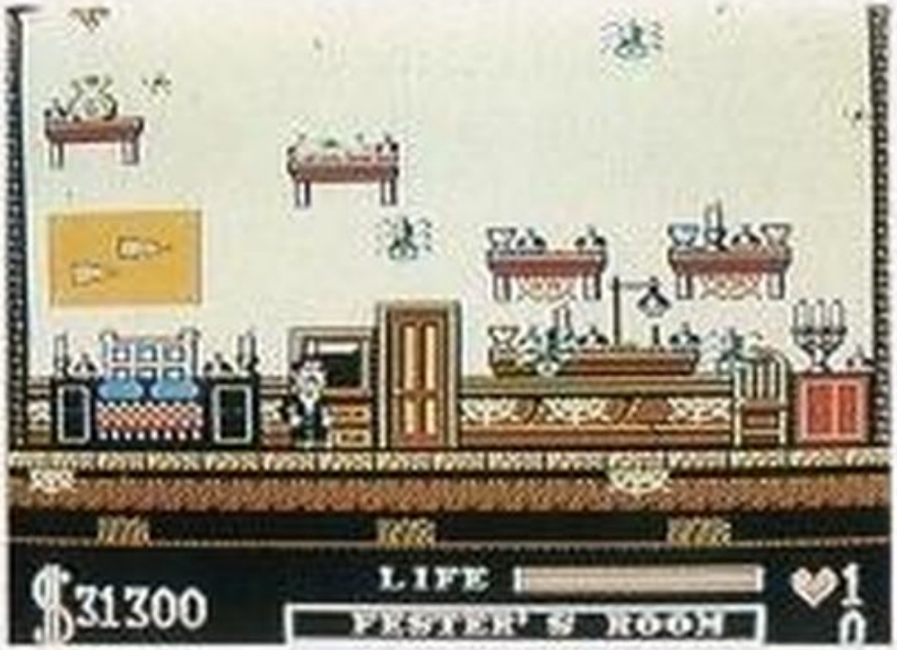
This is a good place to get rich quick – but a bad place if you don't like spiders. You may want to explore the hallway a little before returning downstairs.

The Toy Room

Some of the toys you'll find here are no fun at all.

Fester's Room

There must be *something* worthwhile in here.



The Bathroom

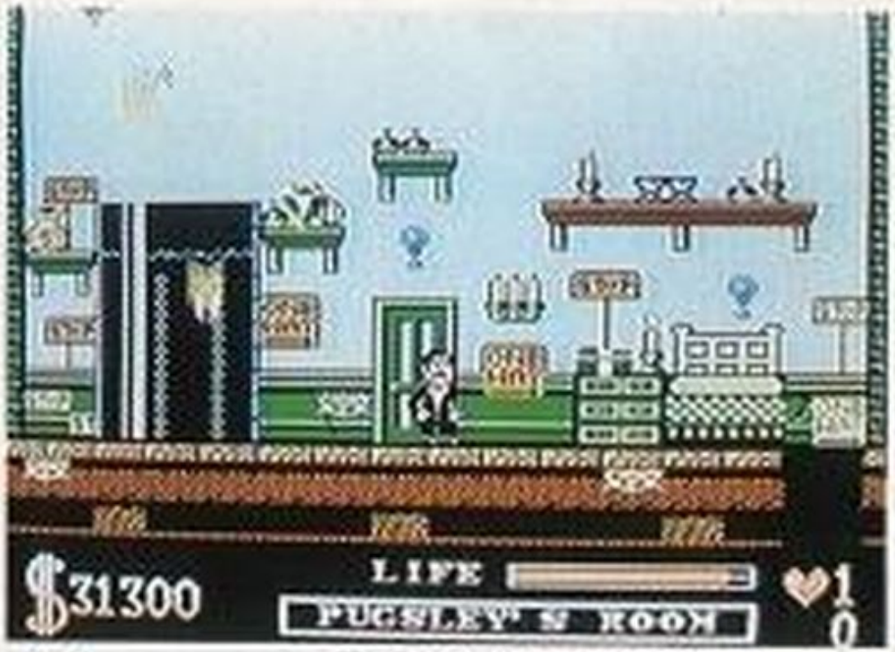
If you've made it this far, you could probably use a shower.

Wednesday's Room

This is no time to stop and play with dolls.

Pugsley's Room

Who would you expect to find here? But a rescue might be easier said than done. A return to the Tree may be in order.



The Tree

It's a long way to the top – but it's well worth the climb.

The Gallery

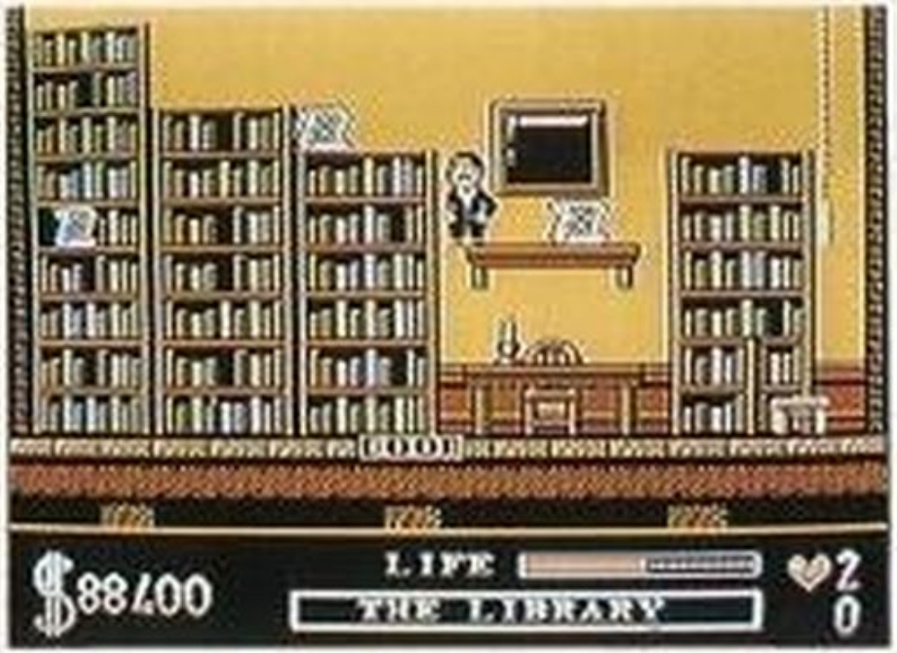
Watch out for a trap in here – it's not meant for you.

The Study

Watch out for unidentified falling objects.

The Library (Step 1)

It's time to face the music – but which music?



The Ballroom

A recital by Lurch should open some doors for you.

The Wood

After a walk in these woods, you may be ready for a little dip.

The Pond

A swim here should refresh your pocketbook – and your toolbox. The Attic may be a good place to dry off.

The Attic

Truly an a-maze-ing place. The cabinet may serve a more important purpose than storage.

The Rooftop

A Thing or two should come in "handy" here. You may find something you need; but you'll be wandering around in a fog. Then, it's time to make like Santa Claus.

The Chimney

Guess it's your turn to take the fall. Once you've hit bottom, you'll probably want to see if the son rises now.

Pugsley's Room

A great place to find companionship.

Library (Step 2)

Once Lurch takes what he needs, you'll find yourself a new way out of here. (By the way, if you're not a millionaire by now, you're in trouble.)

The Secret River

After you've crossed this river, Pugsley may be of some help to you.

Weighing Room

Throw your weight around, and you may get someplace. Your "Cara Mia" awaits!

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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